

**CREATIVE SPARKS**

FOR COMMODORE<sup>®</sup> 64

# SLURPY

**BIGGEST APPETITE EVER**



## Slurpy Menu

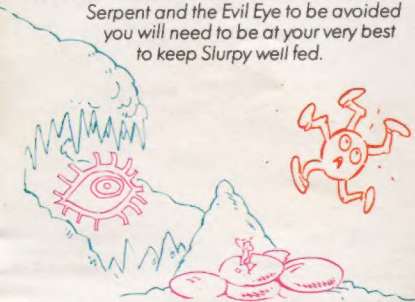
Deep underground in the caves of the planet Gluton dwells a rare creature by the name of Slurpy.

Slurpy was born with a large snout-like mouth and an insatiable appetite. The powerful vortex, which glitters in front of Slurpy's mouth enables him to suck in and swallow nearly every living creature within the caves.

However Slurpy's strength is in his snout-like mouth. The rest of his body is very vulnerable to attacks from his enemies.

Your task is to help this lovable little character out-manoeuvre his enemies and slurp them up.

With many caves to be travelled through and such evil creatures as the Widowmaker, the Serpent and the Evil Eye to be avoided you will need to be at your very best to keep Slurpy well fed.



## Starters

1. Ensure your C-64 computer is connected correctly to your television and C2N cassette unit.
2. Switch your C-64 and television on.
3. Insert your Slurpy cassette into the C2N and ensure the tape is fully rewound.
4. Press the RUN/STOP key while holding down the SHIFT key.
5. The message PRESS PLAY ON TAPE will appear on screen. Depress the play button on the C2N and Slurpy will automatically LOAD.
6. After several minutes the title screen will be displayed.

## Side Dishes

1. After the title page, select the number of players by pushing the joystick UP for one player and DOWN for two players.
2. To select the level of difficulty push the joystick UP for 1, LEFT for 2, DOWN for 3, RIGHT for 4.
3. To start the game press the fire button. Pressing the RUN/STOP button will pause the game until the RUN/STOP is pressed again.
4. To restart the game at any time press the RESTORE key. This will preserve the previous high score.

# Main Course

**1.** Slurpy's main food is the blue Glowbug, a small flying creature that looks like a small blue glowing ball. When Slurpy eats all the Glowbugs in a cave he advances to the next cave.

**2.** Chemical conditions in the cave cause the Glowbugs to change from blue to red or gold. The red Glowbug is poisonous and will turn Slurpy red; he must spit out the creature quickly to avoid death. The gold Glowbug makes Slurpy turn gold and gives him added strength which enables him to safely take one hit from his cave enemies.

**3.** Except for the Glowbugs, Slurpy must avoid contact with all of the cave creatures. If any creature touches his body Slurpy will die.

**4.** When the powerful vortex in front of Slurpy's snout-like mouth comes into contact with any creature on the screen, Slurpy automatically eats the creature by slurping it up.  
If Slurpy is

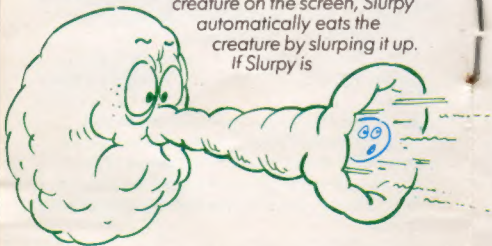
slurping a red creature which is poisonous, he must spit it out quickly; to do this, press the fire button. To change the direction of Slurpy press the fire button while he is NOT slurping anything.



**5.** At the bottom of each cave are a dozen eggs which hatch out whenever hit by a red Glowbug or by another cave creature of any colour. Soon after an egg has hatched, either a Cave Bug or Cave Bird will come flying from one side of the cave and lay a new egg.

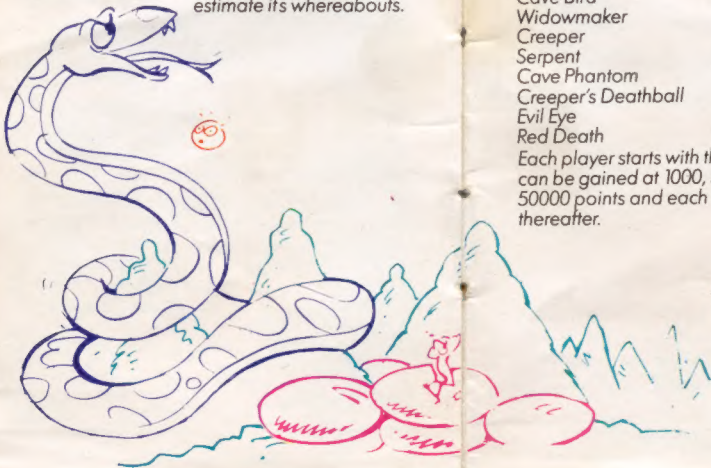
**6.** The planet Gluton is very unstable and earthquakes are common. When one comes, Slurpy will have to finish off the Glowbugs to escape the falling stalactites.

**7.** As Slurpy advances from cave to cave, his life becomes more and more difficult. The most difficult caves contain creatures like the Red Death, a deadly type of cave whirlwind and Yellow Eggs which hatch into yellow Cave Birds.



## Slurping

1. Slurpy CAN move while slurping, and sometimes will have to, to avoid death.
2. Slurpy can only slurp one creature at a time. He will die if he tries to slurp two creatures at once.
3. The cave phantom is poisonous when visible and can be slurped successfully only when invisible, so the player will have to estimate its whereabouts.



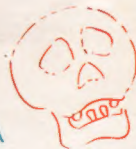
## Food Prices

You will score points for every creature slurped

The amount you will score is calculated by multiplying the creature's value by the cave number. The basic values are as follows:

CREATURE	VALUE
Glowbug	5
Cave Bug	20
Cave Bird	30
Widowmaker	60
Creeper	70
Serpent	80
Cave Phantom	90
Creeper's Deathball	Can't be eaten
Evil Eye	Can't be eaten
Red Death	Can't be eaten

Each player starts with three lives. An extra life can be gained at 1000, 5000, 10000, 20000, and 50000 points and each additional 50000 points thereafter.



# WANTED

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